

DesignWare™

Learning Comes Alive

Published with Silver Burdett Company

SPELLAKAZAM™

The Magical Spelling Game



Ages 7 to 14

DesignWareTM

Learning Comes Alive

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A Note to Parents

Learning to Spell with Spellakazam

The first step in becoming a good speller is to be motivated to spell correctly. One of the greatest values of spelling games is that they provide this motivation. Spellakazam is a game that is lots of fun and requires accurate spelling for success.

Educational research has shown that an effective way to teach spelling is to have students take a test on the words they are studying and then correct it themselves, rewriting each misspelled word. Because of the effectiveness of this method, we have incorporated it into the Spellakazam program.

When playing Spellakazam, children select the spelling list they want to use in the game. They can see the words on the screen before they begin to play. Just as teachers use the word in a sentence during spelling tests, the Spellakazam program presents a sentence with the word missing. The player must decide which of the spelling words completes the sentence and then spell the word correctly. If the word is misspelled, the computer shows the correct spelling, and the player tries to spell it again.

The Spelling Words that Come with Spellakazam

Spellakazam has been developed in cooperation with Silver Burdett Company, a major developer and publisher of educational materials that are used in school systems across the country. The spelling lists that come with Spellakazam are from the textbook series titled Silver Burdett Spelling which focuses on learning basic spelling rules. Examples of word lists are: Short a Sound, Consonants k & c, Short i Sound, and so forth. There is a selection of words for grades 2 through 8. Your children's own spelling words can be stored on a separate disk and used with Spellakazam also.

Helping Your Children Get Started

If your children are too young to read this manual, you should introduce them to Spellakazam and how it works. Refer to About the Game for a general description of the game. Then, run the program and watch the demonstration with your children.

After playing Spellakazam with the words that come with it, you may want to enter your children's spelling words. Children over 8 years old should be able to do it themselves after you've done it with them once.

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About the Game

In Spellakazam there are actually two games you can play. In both Games One and Two, you

- figure out the missing word in the sentence,
- move your player to the letters on the game board and pick them up one by one to spell the word, then
- race to the magician's top hat and pick it up.

In Game One the magician moves toward his magic hat as you spell. In Game Two the magician spells the words too and tries to get to the hat before you do!

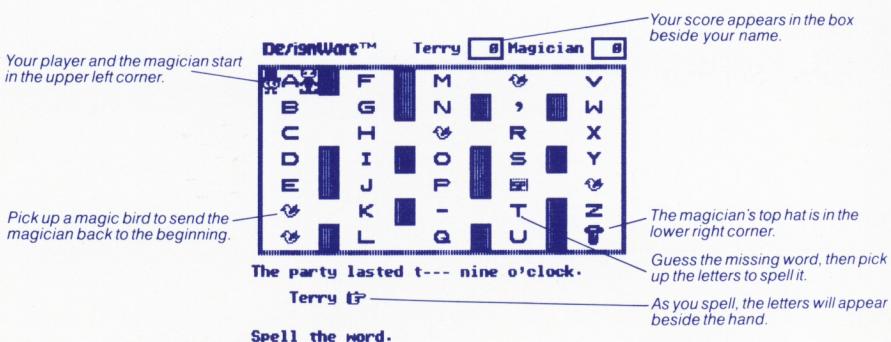
If you've spelled the word right, something magical pops out of the hat when you pick it up! If you've spelled it wrong, the computer shows you the correct spelling and you get to try again.

You win points when you spell words correctly. You lose points when you don't. You win bonus points if you spell the word right and get to the hat before the magician does.

The most important thing is to spell the words correctly. If you win the race but misspell the word, you lose more points than if you take the time to try and spell it right.

You can play Spellakazam by yourself or with a partner. Use a joystick or the keyboard to play.

The game looks like this:



In addition to the letters of the alphabet, the game board has an apostrophe ('), a hyphen (-), and a "space square"  in case the word has a space in it. (Note: Some versions also have a "delete square" 

Word Lists and Sentences

Spellakazam comes with 20 word lists. There are up to 30 words in each list and these are divided into Core words, Basic words, and Bonus words. Core words are the most common or important words in the list. Basic words are additional words that fit the word list category. Bonus words are the most difficult words on the list. They may or may not fit the spelling rule.

There are also 'context' sentences for every spelling word. A context sentence is a short sentence with dashes in it where the spelling word belongs.

When you play Spellakazam, you can use the spelling words that come with the game, or you can make a data disk (out of a new or reusable disk) with your own word lists and sentences on it, and use these.

Varying the Difficulty of the Game

The difficulty of the game depends on the Skill Level (1-Novice, 2-Expert, 3-Master) and the word list (Grades 2 through 8) you choose. The higher the Skill Level, the faster the magician moves and the fewer paths there are to the letters on the board. The higher the grade level of the word list the more difficult the words are.

Quitting the Game at Any Time

You may quit the game at any time by pressing the ESC (escape) key (or the key on your computer that ends an activity or takes you to the Main Menu). This takes you back to the Spellakazam Main Menu.

For more instructions, watch the **demonstration** on the computer or read the rest of the User's Manual.

Note: The terms RETURN, ESC and arrow keys are used in this manual. If your computer does not have these keys, use the corresponding keys on your machine.

Getting Started

Disk Loading

Apple® II Plus and Apple® IIe computers: Put the Spellakazam disk into disk drive 1 with the label facing up. Close the drive door. Turn on the computer and the monitor.

IBM-PC®: Put the Spellakazam disk into disk drive 1 with the label facing up. Close the drive door. Turn on the computer. This program requires a Color/Graphics Monitor Adapter. It will not work with the IBM monochrome monitor.

Atari® 400, 800 and 1200XL computers: Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Put the Spellakazam disk into drive 1 with the label facing up. Close the drive door. Turn on the computer and the monitor.

Atari® 600XL, 800XL, 1400XL and 1450XL computers: Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Put the Spellakazam disk into drive 1 with the label facing up. Close the disk drive door. Hold down the OPTION key. Turn on the computer and the monitor.

The Demonstration

The demonstration shows how the Spellakazam game is played. Watch it with your children to be sure they understand the game and help them choose the appropriate game level.

The demonstration runs automatically. To go through it faster, press RETURN after you have read the information on the screen. Press the ESC key (or the key on your machine that lets you end an activity or return to the Main Menu) to end it. The demo will continue until you do this.

One or Two Disk Drives

This program operates with one or two disk drives. If you have one drive, when using a data disk to play the game or make spelling lists, you will have to change disks from time to time. If you have two drives, your game disk goes in drive 1. When using a data disk to play the

game or make spelling lists, put the data disk in drive 2. The computer will always tell you when you need to insert or change a disk.

Joystick/Keyboard Use

You must use the keyboard to make your own spelling lists. You may use either a joystick or the keyboard to play the game. The program is set for keyboard use, however, so you will need to change this setting to use your joystick in the game. (Refer to *Changing Game Settings* in this manual.) Once you've changed the setting, you can begin to use the joystick when the game begins.

Both joystick and keyboard users will use the arrow keys (or the keys on your machine that control the cursor) to select items from menus (lists of choices) at the beginning of the program. With these keys, move the hand up and down the list. Stop at the item you want, then press the RETURN key (or the key on your computer that acts as a carriage return or enter key).

There is a *Joystick/Keyboard Guide* at the end of this manual. Refer to it until you are used to the game.

The Main Menu

The program begins automatically when you put the Spellakazam disk in drive 1 (refer to *Getting Started*). When you stop the demonstration, the Main Menu of the program appears on your screen. It lists the different things you can do with Spellakazam.



Use the arrow keys to point to the option you want. Then press [RETURN].

- (G)Play the game
- Create a word list
- See a demonstration
- Change the game settings

The current game settings are:

Game	(One)
Sound	(Yes)
Joystick	(No)
Number of players	(One)
Number of disk drives	(One)
Background color	(White)
Skill level	(1-Novice)

Choose:

- Play the game to play Spellakazam
- Create a word list to create a data disk and make your own word lists
- See a demonstration to see how the program works before you use it
- Change the game settings to alter your program. You can
 - choose your game (one or two)
 - adjust the sound (on or off)
 - play with a joystick (yes or no)
 - change the number of players (one or two)
 - change the number of disk drives (one or two)
 - change the background color (black or white)*
 - change the skill level (1-Novice, 2-Expert, 3-Master)

*This option is not available on some computers.

Use the arrow keys to move the hand to the option you want, then press RETURN. If you want to see the demonstration again before you play, move the hand to this option and press RETURN.

Notice that game settings are already set for you. These are displayed on the screen in () parentheses. If you want to change any of these, refer to *Changing Game Settings*. Be sure to make your changes before you begin to play the game.

Playing the Game

To begin the game, make sure the hand is on **Play the game** in the Main Menu. Then press RETURN. The computer will ask you to type your name and press RETURN. If there are two players, both will be asked to type their names.

When you've typed your name and pressed RETURN, you'll need to choose a spelling list. The lists may be on the Spellakazam game disk or on a separate data disk.

**You need a spelling list to play
the game.**

Do you want to:

- choose new list from the game disk
- choose new list from a data disk
- use the same list again

The third choice on the list appears only if you've played the game at least once before.

If you have one disk drive and the list you want is on a data disk, take the game disk out and put the data disk in. Press RETURN. If you have two disk drives, and the list you want is on a data disk, put the data disk in drive 2. Press RETURN.

You'll see the titles of the first 10 word lists on the disk.

Select the
list you want
with the
arrow keys,
then press
[RETURN].

Press
[SPACE BAR]
to see more
list titles.

Press [ESC] to
see the menu.

- Short a Sound (2)**
- Short u Sound (2)**
- Short i Sound (2)**
- Vowels a and i (3)**
- Vowels e, u, o (3)**
- Short Vowels (3)**
- (P)Short Vowels (4)**
- Cons. Clusters (4)**
- Consonant kick (4)**
- Short Vowels (5)**

Each list contains words that allow you to practice a certain spelling rule. The name of the list tells you the kind of words you will be spelling (Short i Sound, Short Vowels, etc.). The number that appears in parentheses () after each list is the grade level. Use the arrow keys to move the hand to the list you want and press RETURN.

Now choose the number of words you want to use. Use the arrow keys to move the hand to the number you want, then press RETURN.

Use the arrow keys to point
to the option you want.
Then press [RETURN].

- (P) 10 Words**
- 20 Words**
- 30 Words**

You can play with Core words only (10); Core and Basic words (20); or Core, Basic and Bonus words (30). Note that these numbers will vary depending on how many words are in each category on the list you've chosen.

The next screen shows the title, spelling rule and the words for the list you've chosen.

TITLE: Short Vowels (4)

RULE: The short vowels /a/, /e/, /i/, /o/, and /u/ are usually spelled with single letters.

map	till
pan	wind
add	pond
pen	bus
pin	dull

Do you want to use this list (Y/N)?

Reviewing the words will help you spell them when you're playing. Answer the question "Do you want to use this list?" by typing Y for Yes and N for No. Then press RETURN. If you type N, you'll be able to choose another list. If you type Y, you're ready to play. If you have a joystick, you can start using it now.

Note: If your word list is on a data disk and you are using only one disk drive, the program will ask you to be sure the game disk is in the drive. If it isn't, take the data disk out and put the game disk in. Then press RETURN.

Game One

Unless you changed the game setting to Game Two, you will be playing Game One. (Refer to *Changing the Game Settings*.)

Guess the word that fills the blank in the sentence. The first letter of the word is there to give you a clue. The dashes show the number of letters left in the word. If you just can't think of the word, take a guess.

Study the game board and plan your strategy for collecting the letters. When you move the joystick or press a key to move your player, the magician will start toward the hat.

Pick up the letters one by one by pressing BUTTON 1 (SPACE BAR). Be sure to pick up the first letter of the word too. The letters appear beside the hand as you pick them up. If you pick up the wrong letter, drop it by pressing BUTTON 2 (RETURN).

Note: If you are using a joystick and your game board has a delete square, pick that up to drop letters.



We found our town on a m-- of our state.

Terry ma

Spell the word.

Be careful not to pick up space squares by mistake as you spell words, especially if you're not using sound effects. The computer will count the word as misspelled if you do. But, be sure to pick up a space square if the word you're spelling has a space in it (e.g., New York).

As soon as you've spelled the word, move your player to the top hat as fast as you can and pick it up by pressing BUTTON 1 (SPACE BAR). Try to get there before the magician does or you won't win any bonus points! But remember, it's more important to spell the word right than to beat the magician to the hat. Even if he gets there first, you still win points for spelling the word correctly.

The Magic Bird

If the magician is getting too close to the hat at any time, you can send him back to the beginning of the game by picking up one of the magic birds. You will lose 2 points whenever you pick up a bird, but it could be worth it.

Game Two

To play this version of Spellakazam, change the first game setting option (Game) from one to two. (Refer to *Changing the Game Settings*.)

Game Two is just like Game One except that the magician spells the words too in hidden letters. Each time he picks up a letter, a block will appear after his name, just as the letters do after your name.

My p-- ran out of ink and would not write.

Terry
Magician

He will try to spell the word and get to the hat before you do. As in Game One, you can pick up a magic bird to send the magician back to the beginning of the game if he's getting too close to the hat.

If You Spell the Word Correctly

In both games, if you've spelled the word correctly, when you pick up the hat a magic creature will pop out of it. The creature will go to the sentence and put the word in the blank. Your new score will also flash on the screen. Then the next sentence will appear. If there are two players, it's now the second player's turn.

If You Misspell a Word

In both games, if you misspell a word and then pick up the hat, you lose at least 10 points. You can lose up to 20. A line will be drawn through the wrong spelling and the correct spelling will appear below it.

My p-- ran out of ink and would not write.

Terry
Pen

Press BUTTON 2 (RETURN) and you'll have a chance to spell the word correctly (the same player tries again). Later in the game, this same word will appear again and you'll have another chance to practice it.

The game ends when everyone playing has spelled all the words on the list correctly. Or you may quit the game at any time by pressing the ESC key. When the game ends the computer tells you how you did. It tells you how many words you spelled right on your first try. And any words you missed are listed for you.

Terry Score: 22 Short Vowels (4)

**You spelled the words correctly on
the first try 3 out of 6 times.**

Words which you need to practice are:

**map
dull**

pen

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When you press BUTTON 2 (RETURN), the magic creatures from the top hat will line up on your screen – one creature for every word you spelled correctly on your first try. Then the butterfly will write a message.

To play another game, press BUTTON 2 (RETURN). The Main Menu will appear. Change the game settings if you wish. Then, choose the option Play the game once again and press RETURN.

Scoring

The way the game is scored depends on whether there are one or two players. In a one-player game, the player gets a score and the magician gets a score. In a two-player game, both players get scores, but the magician does not.

The most important thing in Spellakazam is to spell the words correctly. If you're not sure how to spell a word, it's better to take your time and figure it out than to worry about racing the magician to the top hat. In fact, you'll lose more points if you rush and misspell the word than if you take the time to spell it correctly.

You win 10 points if you spell the word right. You lose 10 points if you misspell it. You can also win or lose up to 10 bonus points in both games. And you lose 2 points whenever you pick up a magic bird to send the magician back to the beginning of the game.

In Game One the number of bonus points you can win depends on how many columns the magician passes in the race, and whether he gets to the top hat first.

In Game Two the number of bonus points you can win depends on how many letters the magician picks up when he's spelling a word.

Game Strategies

When you know what the word is, study the game board and plan your strategy for collecting the letters before moving your player.

Be sure you've spelled the word correctly before you race to the hat. A careless mistake will cost you lots of points.

Don't worry about beating the magician if you're not sure how to spell the word. Take the time to try and spell it. You'll lose fewer points.

In Game Two, if you're not sure of a word, follow the magician to the letters.

Changing Game Settings

If you want to change any of the game settings, be sure to do this before you begin to play Spellakazam. You can't make changes during the game.

Go to the Main Menu. Move the hand to **Change game settings**, and press RETURN. The hand will jump down to the list of five options.

Use the arrow keys to point to the game setting that you want to change. Then press [RETURN].

The current game settings are:

Game	(One)
Sound	(Yes)
Joystick	(No)
Number of players	(One)
Number of disk drives	(One)
Background color	(White)
Skill level	(1-Novice)
Changes complete	(No)

Move the hand to each setting you want to change. Press RETURN to see the choices you have within that setting. When you've made your change(s), move the hand to **Changes complete** and press RETURN again. To play the game, press RETURN once more.

Creating Your Own Spelling Lists

You can make your own spelling lists to use with Spellakazam. To do this, you will first need to prepare a blank or reusable disk. (Refer to Set Up a New Data Disk.)

To make your own spelling lists, be sure the Spellakazam game disk is in drive 1. Press the ESC key to end the demonstration. When the Main Menu appears, move the hand to **Create a word list**. When you press RETURN, you'll see the Spelling List Creator Menu:

Spelling List Creator

What do you want to do?

- Make or change a spelling list**
- Look at a spelling list**
- Remove a spelling list**
- Set up a new data disk**
- Copy your data disk**
- Return to the game**

Make or Change a Spelling List

This option allows you to enter your own spelling lists on a data disk you have created. You can add new lists to your data disk at any time. Or you can change the lists that are already there. You cannot make changes to the lists that come with Spellakazam.

Note: When you have finished entering your spelling lists, be sure to put a write-protect tab on the disk to guard against accidental loss of the data. Be sure to remove the tab when you want to make changes to the lists.

To make or change a spelling list, select the first item on the menu and press RETURN. Be sure the data disk you want to work with is in the

correct drive. The program will provide instructions for you. Then press RETURN.

Select the
list you want
With the
arrow keys and
Press [RETURN].

Press
[SPACE BAR]
to see more
list titles.

Press [ESC] to
see menu.

April 8th List*
April 15th List*
April 22nd List*
G---[available]---*
---[available]---*
---[available]---*
---[available]---*
---[available]---*
---[available]---*
---[available]---*

* Empty lists

If you are adding a new word list, move the hand to any line marked (available) and press RETURN. If you are making changes to a list, press the space bar until you find the list you want. Move the hand to the title of the list and press RETURN.

Each word list includes a title, spelling rule, list of words and context sentences for each word. When you are adding new word lists, you will want to enter all of this information. You may change any part of this word list information whenever you wish.

Which do you want to
change?

G The title
The rule
The word list

Move the hand to the item you wish to add or change, then press RETURN.

Note: You will be typing this information on your keyboard. If your computer does not have upper and lower case, you can capitalize letters as follows: Hold down the CTRL key and press the P key. Then type the letter you want to capitalize. Use your backspace or delete keys to erase typing errors.

The Title

Give each word list a title – something that will make it easy for you to know what kind of spelling words are in the list (e.g., Long Vowels, March 8th Spelling List). To enter a new title or change an existing title, move the hand to this option and press RETURN.

TITLE: ---(available)---*

RULE:

Enter a title for
this spelling list
and press [RETURN].

TITLE:
April 29th List

Type the title of the list in the box, up to 18 characters. Then Press RETURN. (Should you decide not to change the existing title, press ESC.) The title will appear at the top of your screen. The asterisk (*) indicates there are no words on the list yet.

The Rule

If you are following the Silver Burdett format, you may want to type a spelling rule for each word list. The rule helps you remember how to spell the words in the list. For example, the rule for a word list titled Long i Sound might be: "The long i sound may be spelled i or y." If you don't want to enter a rule don't select this option.

To enter this information, move the hand to the second item on the list and press RETURN.

TITLE: April 29th List*

RULE:

Type a general statement about the spelling list and press [RETURN].

i before e, except after c

Now type your statement in the box. It may be up to 120 characters long. Don't be concerned if words break at the end of a line. When you've finished, press RETURN. The statement will appear at the top of your screen.

The Word List

Each word list may have up to 30 words, with context sentences for each word. You may add or change words and/or context sentences on your own data disk at any time. To do this, move the hand to this option (The word list) and press RETURN. The words on the list you've chosen will be displayed for you. If you are making a new list, you'll see only the word (available) on the list.

TITLE: April 29th List

RULE:

i before e, except after c

Select the word
you want with the
arrow keys and
press [RETURN].

CORE WORDS:

conceived
receive
relief

(---[available]---
---[available]---
---[available]---
---[available]---
---[available]---
---[available]---
---[available]---

The lists have areas for Core, Basic, and Bonus words. Divide the words on your list into these categories if you wish to follow the Silver Burdett format.

Move the hand to any line that says (**available**) or to the word you want to work with and press RETURN. A new list of 3 options will appear.

Change (Add) the Word

To enter new words, or change words, move the hand to the first option (Change the word) and press RETURN.

What do you want to do?

**[G]Change the word
Change the context sentence
Edit another word**

Type the word in the box, up to 16 characters, then press RETURN. The words may have spaces, hyphens and apostrophes (e.g., John Adams, mid-August, it's). Type spaces by pressing the SPACE BAR. Whatever you enter here will become a word in the game.

TITLE: April 29th List

WORD: ---(available)--

CONTEXT SENTENCE:

---- *

Type in the spelling word you want to add to the list and press [RETURN].

believe■

Note: Check to be sure that words are spelled correctly and that you have not accidentally typed letters, spaces or characters you don't want.

To enter or change another word on the same word list, point to the third option (Edit another word) on the list above and press RETURN.

Change (Add) the Context Sentence

You may enter context sentences for every word in a list and change them whenever you wish. Just move the hand to this option (Change the context sentence) and press RETURN.

TITLE: April 29th List

WORD: believe*

CONTEXT SENTENCE:

---- *

Type a context sentence and then
press [RETURN].

I * you are telling the truth.■

Type a sentence, up to 60 characters long, in which the word is used. Type an asterisk (*) where the word belongs in the sentence. Type a space after the asterisk. Don't be concerned if the words break at the end of a line. Press RETURN when you've finished typing. When the sentence appears at the top of your screen, you'll see only the first letter of the spelling word, followed by dashes.

Edit Another Word

When you're ready to add or change another word on the same word list you've been working with, point to this option (Edit another word) and press RETURN.

The word list you've been using will appear again, with the information you've just added on it. Move the hand to the next line that says (available) or to a word you want to change. Press RETURN and repeat the process described above.

Look at a Spelling List

You may look at the words and sentences in the spelling lists on the Spellakazam disk or your own data disk. To look at a word list, move the

hand to this option on the Spelling List Creator Menu and press RETURN. If you want to look at words on a data disk, be sure that disk is in the proper drive. The program will provide instructions.

You'll see word list titles on your screen. To see more titles, press the SPACE BAR. Move the hand to the list you want to look at, then press RETURN. The title and rule for that list appears. Press the SPACE BAR to see the words and sentences.

April 29th List

CORE WORDS 1

conceived
The plan he conceived was original and exciting.

receive
Did you receive my letter?

relief
It was a great relief to know I had passed the test.

believe
I believe you are telling the truth.

---(available)---

Press [SPACE BAR] to see more words.
Press [ESC] to change lists or quit.

Press the SPACE BAR again to see the rest. To look at more word lists, press ESC and select another list.

Remove a Spelling List

This option allows you to erase spelling lists from your own data disk. (You can't erase lists from the Spellakazam disk). Be careful not to erase spelling lists accidentally.

To erase a word list, move the hand to this option on the Spelling List Creator Menu and press RETURN. Be sure the data disk you want to use is in the proper drive. The program will provide instructions. When the word lists appear, move the hand to the list you want to erase and press RETURN.

Check the list carefully to be sure you want to erase it. Then answer the question "Do you want to delete this list?" by pressing Y for Yes or N for No. Then press RETURN. If you type Y and your list is erased, you'll have one final chance to save it! Press ESC to save it. Press RETURN to erase it completely.

Set Up a New Data Disk

Choose this option to set up a new data disk so that you can store your own spelling lists on it. A data disk can be made from a new disk or one with data on it that you don't mind erasing.

To begin, move the hand to this option on the Spelling List Creator Menu and press RETURN. Be sure your blank or reusable disk is in the proper drive. The program will provide instructions. The program sets up the disk for you automatically. When this process is complete, refer to *Creating Your Own Spelling Lists*.

Note: Data disks that have been set up using Spellakazam cannot be used by other programs you may have on your computer.

Copy Your Data Disk

Choose this option to make duplicate copies of the spelling data disks you've made. It's a good idea to have a copy of your disk in case you accidentally damage the original. To make copies, you'll need the data disk you want to copy and a blank or reusable disk.

To begin, move the hand to this option on the Spelling List Creator Menu and press RETURN. Be sure the disks are in the proper drives. The program will provide instructions. Then press RETURN to start the process. While the disk is being copied you will see the words "Reading" and "Writing" appearing alternately on your screen. A message will tell you when the process is complete.

If you have a single-drive system, you will need to exchange the original and duplicate disk several times during the copying process. The program will tell you when to do this. It will also display the number of exchanges remaining before the process is complete.

Return to the Game

Move the cursor to this option and press RETURN when you have finished using the Spelling List Creator program in order to play the game with your new or revised word lists. If you're using a one-drive system, put your game disk back into the drive when the program asks you to do this.

Things to Do with Spellakazam

Use your imagination! There are lots of things you can do with Spellakazam.

Practice Spelling and Vocabulary

Enter weekly spelling words and context sentences. Each week's spelling list can be put into a word list. Keep them so you can come back to them after two or three weeks. See if you can still spell them!

Challenge Your Family and Friends

Create word lists around famous lines from plays. The context sentences consist of quotes. The word list contains the missing words.

To be, or not to be: that is the ----- ... (question)

Make word lists with the names of famous people. The context sentence provides the clue. See if your friends can guess the names.

----- was defeated at the Battle of Waterloo. (Napoleon)

Make it fun to learn the capital cities of the world. The context sentence gives the name of the country. The word list consists of the capitals.

----- is the capital of France. (Paris)

Spellakazam Spelling Word Lists

Grade 2

SHORT a SOUND

at
an
man
ran
had
am
hat
fat
fan
sad
ham
jam
yam

Grade 2

SHORT u SOUND

us
up
run
sun
but
fun
tug
bug
nut
hut
tub
mud
hum
hug

Grade 2

SHORT i SOUND

if
it
in
big
did
him
rip
win
pig
lid
lips
hips
ribs
tips

Grade 2

VOWELS a AND i

bad
bat
sat
gas
dig
hit
sit
bag
tag
tap
pat
mat
fit
dim
hobby
sting
cobweb
insects
bit
ants

Grade 3

VOWELS e, u, o

ten
wet
yet
rub
mug
rug
pop
den
net
bud
dug
mop
pot
dot
sum
tens
plus
pad
ones
bundles

Grade 3

SHORT VOWELS

cap
mad
leg
dip
kit
cot
cup
tan
van
nap
rag
zip
jot
jug

SHORT VOWELS

(Continued)

bun
pod
bin
cob
fig
husk

Grade 4

SHORT VOWELS

map
pan
ad
pen
pin
till
wind
pond
bus
dull
lap
tent
mend

bid
hid
rid
tin
mitt
odd
fond
punt
bunt
inning
pennant
fumble
tumbles
jogging

S

SHORT VOWELS*(Continued)*bobsled
grab
stumble**Grade 4
CONSONANT CLUSTERS**stamp
plant
steps
spot
slip
frog
drum
plum
list
hundred
twist
brisk
blast
twins
flop
smell
dwell
scrap
strap
strip
comet
vast
misty
reflect
spin
speck
glimmer
fled
swept
dusty**Grade 4
CONSONANTS****k & ch**kitchen
pack
brick
crack
check
chicken
inch
bench
ranch
lunch
handkerchief
stack
backward
cracker
chill
branch
patch
ditch
stitch
stretch
chat
pinch
chant
whack
chuckle
whine
whimper
bicker
punch
cackle**Grade 5
SHORT VOWELS**band
lamp
belt
ill
bill
God**SHORT VOWELS***(Continued)*club
trunk
flood
blood
damp
plank
grasp
wept
swell
drill
skill
split
crops
drug
tropics
canal
cactus
barren
frigid
humid
arid
torrid
temperate
tundra**Grade 5
VOWEL /a/**lake
tame
state
grapes
taste
pray
holiday
chain
weigh
sleigh
gate
erase
paste**VOWEL /a/***(Continued)*parade
celebration
display
remain
explain
detail
neighbor
nickname
flavor
fascinate
dainty
praise
baby-sitter
behave
teenager
gaze
wages**Grade 5
VOWEL /e/**free
sweep
cheese
indeed
meal
cheat
stream
belief
evening
police
beef
degree
sleeve
cream
heat
disease
believe
niece
complete
gasoline

VOWEL /e/
(Continued)

beast
flee
beneath
deceive
conceal
chimpanzee
creature
ravine
leaps
fleet

**Grade 6
SHORT VOWELS**

tank
blank
yell
twelve
meant
print
system
socks
trust
stuff
draft
dentist
dealt
wealth
until
strict
sympathy
stock
funds
bump
primitive
mammals
capture
clumsy
dense
docile

SHORT VOWELS
(Continued)

flint
glimpse
domesticate
mammoth

**Grade 6
VOWEL /e/**

seek
steel
speed
steep
deal
cheap
least
secret
grief
receive
screen
steam
beads
fever
theater
hygiene
yield
grieve
seize
ceiling
marquee
mezzanine
feature
jubilee
scheme
repeat
routine
supreme
compete
theme

**Grade 7
VOWEL
DIGRAPHS**

maintain
contain
display
survey
proceed
appeal
lease
approach
overflow
boulder
obtain
remainder
portray
gauge
wheelbarrow
guarantee
meanwhile
meager
charcoal
cantaloupe
abstain
appraisal
campaign
restraint
essay
convey
colleague
feasible
impeachment
redeem

**Grade 7
VOWELS oi & ou**

foundation
lounge
announce
devour
browse
chowder

VOWELS oi & ou
(Continued)

disappoint
adjoining
joyous
loyalty
flounder
township
scowl
sauerkraut
drought
loiter
turmoil
poisonous
turquoise
annoyance
accountant
employment
invoice
appointment
renowned
discount
compound
allowance
endowment
counselor

**Grade 8
MEDIA MANIA**

medium
edition
telecast
publisher
channel
paperback
broadcast
screenplay
microphone
journalist
monitor
sponsor
transmission

MEDIA MANIA

(Continued)

periodical
documentary
columnist
advertisement
pamphlet
censorship
correspondent
meteorologist
sportscaster
sitcom
series
pollster
animated
docudrama
interview
telethon
moderator

Grade 8 VOWEL DIGRAPHS

complain
exclaim
decay
disobey
eagle
defeat
referee
oath
sorrow
threaten
failure
available
acquaintance
mayonnaise
release
reveal
seethe
reproach
foreshadow

VOWEL

DIGRAPHS
(Continued)

widespread
superhighway
treacherous
speedometer
antifreeze
reasonable
limousine
chauffeur
subpoena
refrain
waive

ADJOIN. VOWELS

(Continued)

terrestrial
meridians
parallels
nucleus
helium

Grade 8 ADJOIN. VOWELS

create
ideal
serious
curious
glorious
previous
trail
premium
situation
influence
reality
iodine
variety
society
anxiety
delirious
cooperate
fluids
mutual
punctual
theory
neon
meteorites
scientific
geophysical

Notes

Joystick/Keyboard Guide

This table tells you how to use either the joystick or the keyboard to play the game. When not in the game, use the keyboard keys.

DesignWare™

This table shows how to use the joystick or keyboard to play the game.

ACTION	JOYSTICK	KEYBOARD
Moving your player to letters, birds and the hat	Joystick	I J ← → K M or arrow keys*
Picking up letters, birds and the hat	Game button 1	[SPACE BAR]
Dropping letters	Game button 2 **	[RETURN] ↑ [DELETE]
Quitting any section	[ESC]	[ESC] ††

Press [RETURN] to go on, [ESC] to play.

*or the keys on your computer that control the cursor

**some versions have a delete square on the game board

†for the key on your computer that acts as a carriage return or enter key

††for the key on your computer that ends an activity or takes you to the Main Menu

Customer Support

If you have any questions about using Spellakazam call the DesignWare Hotline. For customers outside of California, the toll free number is 800-572-7767. For residents of California, call (415) 546-1866 collect.

LIMITED 90-DAY WARRANTY

DesignWare warrants to the original consumer purchaser that the DesignWare disk, not including Computer Program, shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.

Any DesignWare disk which is found to be defective during the warranty period will be replaced by DesignWare. Return the disk, accompanied by proof of date of purchase satisfactory to DesignWare, no later than one (1) week after the end of the warranty period, shipping charges prepaid, to: DesignWare, Inc., Customer Relations, 185 Berry Street, San Francisco, CA 94107.

This warranty shall not apply if the disk has been damaged by negligence, accident, unreasonable use or by any other causes unrelated to defective materials or workmanship.

DesignWare shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and to the extent permitted by law, damages for personal injury, even if DesignWare has been advised of the possibility of such damages.

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185 Berry Street, Building Three, Suite 158
San Francisco, CA 94107

Toll Free: **800-572-7767**

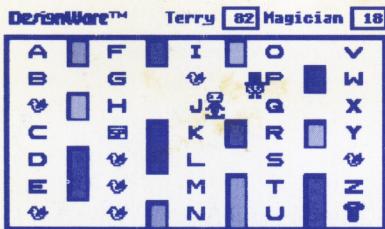
In California call collect: **415-546-1866**

SPELLAKAZAM™

The Magical Spelling Game

Race the magician to the top hat to release the hidden animals.

- Practice spelling in an exciting entertainment format.
- Colorful, lively animation and sound effects.
- Practice spelling with your own word lists and context sentences.
- Over 400 words from the widely used Silver Burdett Spelling program.
- Words are divided into grade levels 2 through 8.
- Based on the self-corrected test, a proven method of study.
- One or two players.
- Works with keyboard or joystick.



What c---- are your eyes?

Terry col
Magician bl

Spell the word.

Screen appearance may vary depending upon computer used.

Parents: This DesignWare software program combines wholesome entertainment with solid educational content. Children improve spelling in a motivating environment and practice eye-hand coordination. They can also create new challenges by adding words of their own.

DesignWare™